

In the thesis we occupy ourselves with the design and the implementation of an economic turn-based strategy game. After describing and analyzing basic game rules we create an object model, consisting of a common interface, specific classes and their mutual connections. Then we analyze economic models and other related algorithms used in their methods including their transcription to a pseudo-code. Finally we create editors of properties and own behaviour of game objects and we work at creating an original graphic interface with specific visual components which a user interface is made of.